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CI 513

Digital Games

Music Rhythms HoopShoot Quiz

<http://www.musictechteacher.com/rhythms_hoopshoot1_2010.htm>

Elementary Music

Purpose:

Practicing rhythm durations in a fun way

A whole note gets how many beats?

An eighth note plus two sixteenths equals how many beats?

Components:

* Rules: if you get a correct answer, you get to shoot a basket
* Goals/Obj.: to practice note durations and rhythm durations. Sometimes it asks you how many beats a certain note gets, and sometimes it gives you multiple types of notes where you have to add the durations together in your head.
* Outcomes/Feedback: If you get an answer correct, it tells you so and you get to line up the circles to make a basket. If you get an answer wrong, it tells you the correct answer and you do not get to shoot a basket. At the end of the game, it tells you the percentage of answers you answered correctly and the percentage of baskets you made.
* Conflict/Cooperation: none
* Types of Interactions: you choose the answer you think is correct, and if you get the answer right, then you get to shoot a basket. In order to shoot a basket, you have to choose where you want to shoot from and then watch the circle move and click the mouse when it is in the center of the larger circle. You have to do this twice, once when the small circle is moving up and down, and once when it is moving from left to right.
* Storyline: none

Benefits:

* Practicing durations in a fun way
* Practicing in a way that is not drill or a boring worksheet
* It relates to many students’ interests

Challenges:

* The game tells you the correct answer but not why
* It also says the questions in words. It would be an even better game if it showed the notes on a staff